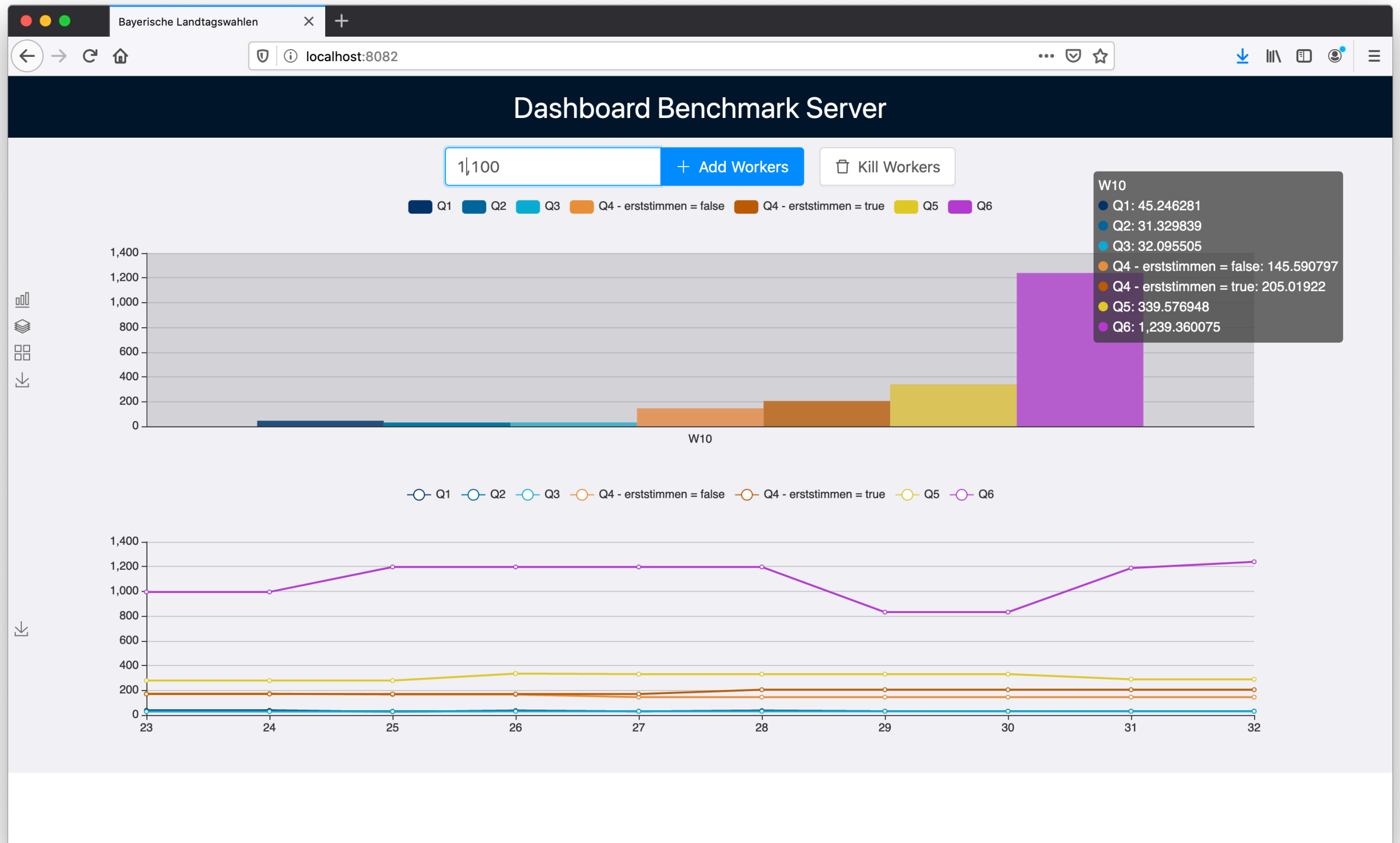


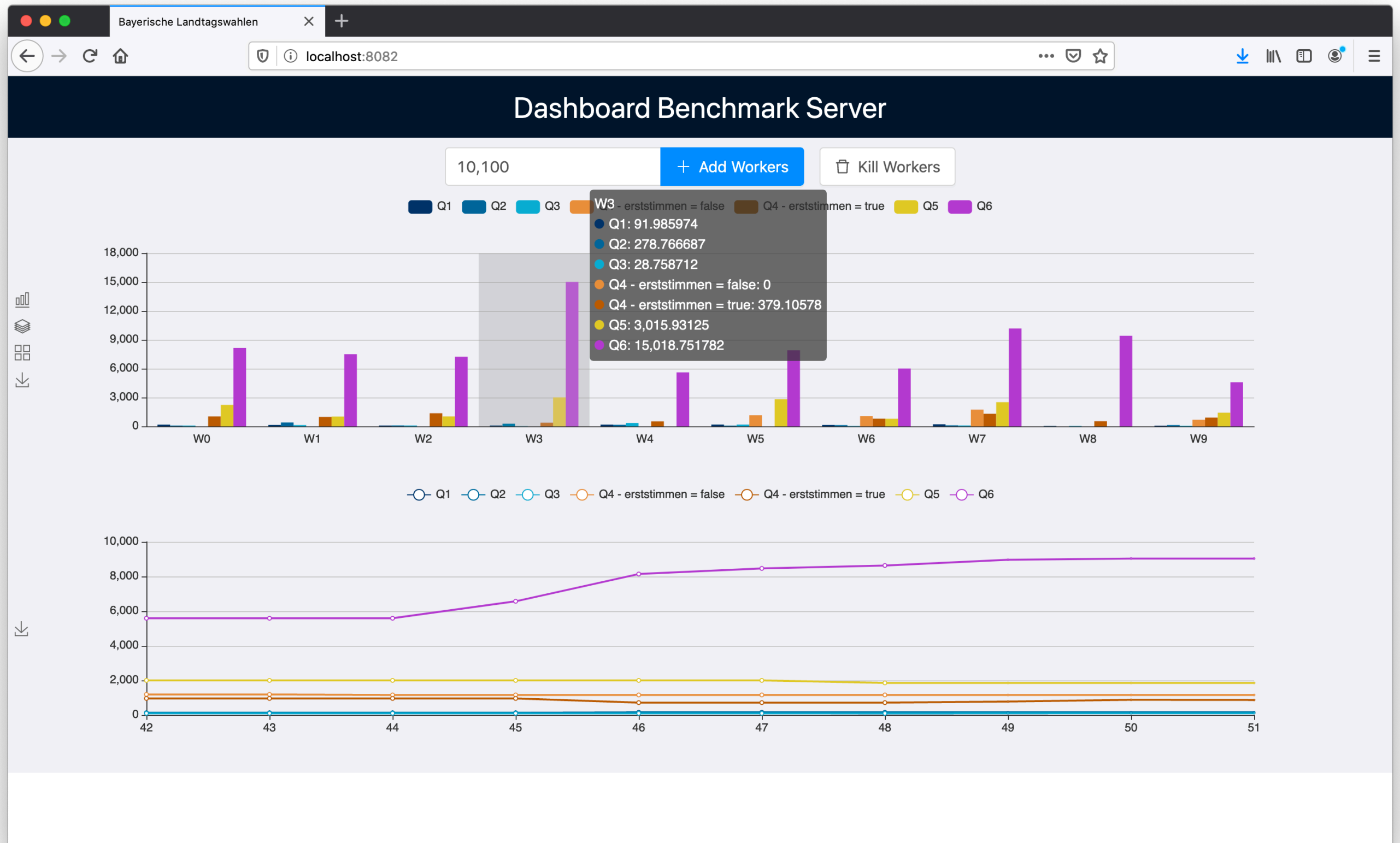
# Hardware



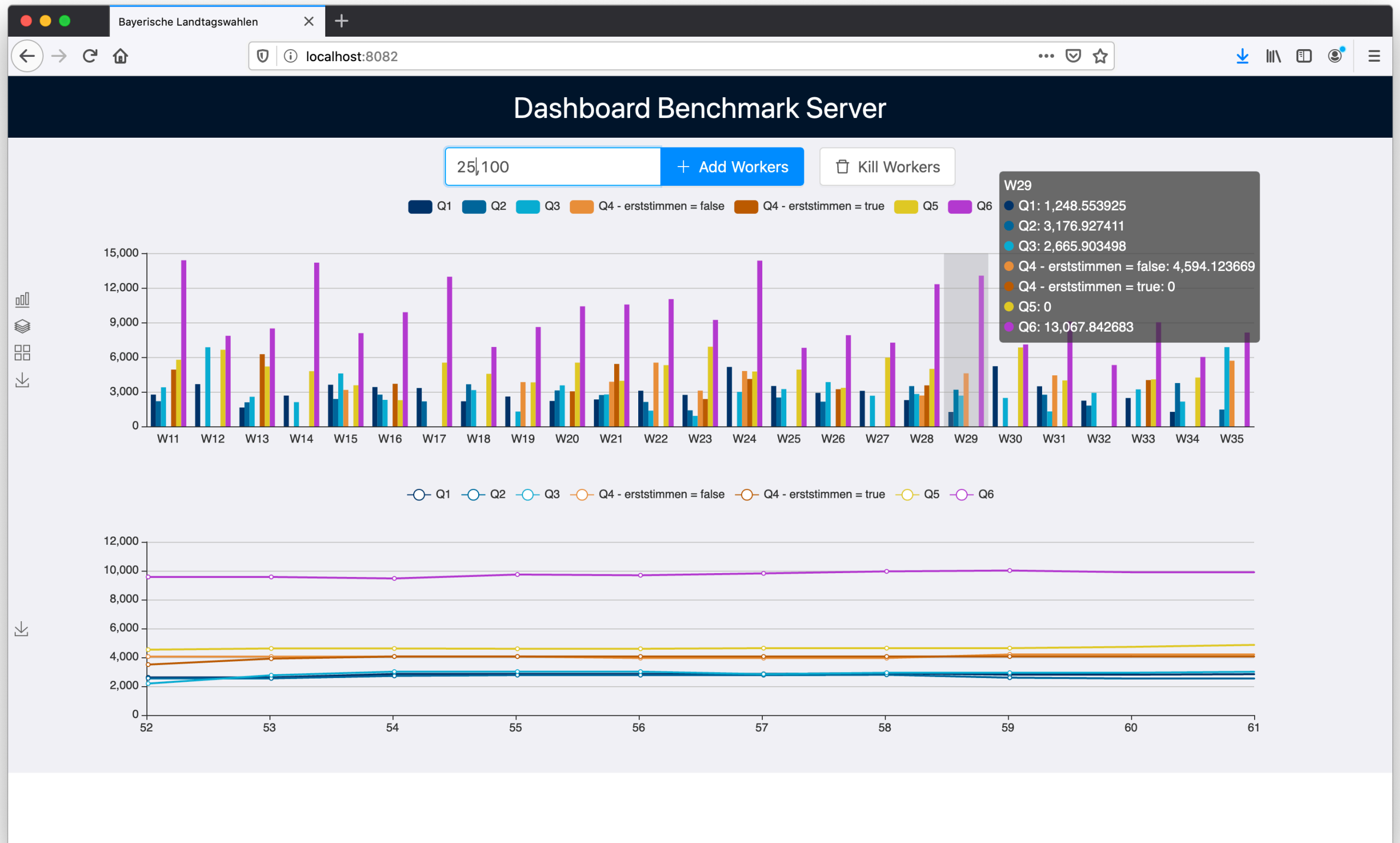
# 1 worker, t = 100ms



# 10 workers, t = 100ms



# 25 workers, t = 100ms



# 100 workers, t = 10ms

